

## NOTES ON MUSIC PRINTING HARDWARE AND SOFTWARE

This manual contains a User Guide and a Reference Manual which explain how to use Revision C of the Music Printing Option. Before you get started, read the following details about the hardware and software.

### The Hardware

To use the Music Printing Option, you need a Synclavier (R) Digital Music System with at least 56K memory and one of the following disk drive combinations:

- a. two double density 5 1/4 inch drives
- b. two 8 inch drives
- c. one Winchester Disk of any size and one of any of the above floppy drives

You also need the VT640 high-resolution graphics terminal and the P-80 or P-132 high-resolution graphics printer. The P-132 will allow you to print wider scores. A PRINTER/MODEM port must be installed on the Synclavier (R) computer.

Information on setting up the printer and updating your Synclavier (R) system for Music Printing (adding memory, a new terminal, or additional drives) may be found in Section II of the Synclavier (R) Setup Manual.

Although there are alternative methods, you will usually use the click track when recording sequences for transcription. For instructions on connecting the click track output to your sound monitoring system, see Section I of the Synclavier (R) Setup Manual.

### The Software

The Music Printing software license is required for use of the Music Printing Option.

The software for the Music Printing Option is packaged on a special SCRIPT user diskette (labeled Script User Disk with Music Printing, Rev C, Rev B). This diskette contains Revision C, a completely new version of Music Printing, as well as an updated version of Revision B.

If you operate from a Winchester Disk, you will copy this diskette onto the Winchester using the installation program. You will then be able to activate Revision C.1 of Music Printing by pressing PF3 from the Real-Time Performance system or by typing PLOT from the Monitor, as described in "Activating Music Printing" in the Music Printing Reference Manual.

If you operate from dual floppies, you will place the SCRIPT Release I operating system diskette (any of the new versions) in the left-hand (F0) drive and the Music Printing diskette in the right-hand (F1) drive. Then you may activate Music Printing by

typing PLAY and PF3 or simply PLOT. Once Music Printing has been activated, you may replace the Music Printing diskette with a sequence diskette if you wish to recall or store a sequence. However, any time you use any system commands, the Music Printing diskette must be in the right-hand drive. This means whenever you type PLAY from the Monitor to activate the Real-Time system to record a sequence for Music Printing, whenever you press PF3, and whenever you type PLOT from the Monitor. Otherwise, the system will "crash."

Sequences previously edited with Rev.B cannot be plotted with Rev.C. If you attempt to activate Rev.C of Music Printing and your current sequence is a Rev.B sequence, you will get an error message. You can then a) activate the Rev.B version of Music Printing or b) delete the Rev.B material from your sequence so that it can be used with either version.

If you want to use Rel.B.2 to transcribe an old Rev.B sequence, you can use the Monitor command

PLOT MP-REVB

You can type this command any time from the Monitor on a Winchester system. On a dual floppy system, be sure the Music Printing diskette is in the right-hand (F1) drive, when you type the command:

If you want to delete Rev.B material, reverse compile the sequence and then simply delete the Music Printing "edit block" which appears after the notelists. Then, you may plot the sequence with either Rev.C or Rev.B.

Note that the converse is true as well; you cannot plot a Rev.C sequence with Rev.B. Either of the above remedies may be used.

It may occur that the error message "System Error" is printed on the screen. If so, please call New England Digital for assistance.